

**Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-13. (Cancelled)

14. (Previously Presented) A method of conducting a wagering game on a gaming machine, the gaming machine being located in a casino-type gaming establishment, the method comprising:

receiving a wager to play the wagering game;

displaying a representation of a randomly selected outcome of the wagering game;

awarding an award if the selected outcome is a winning outcome;

playing game sounds coordinated with the displayed representation;

detecting ambient noise in the gaming establishment with a microphone mounted to the gaming machine;

generating a noise signal from the sensed ambient noise;

processing the noise signal to generate an anti-noise signal; and

driving an audio speaker with an output signal comprised of the anti-noise signal so as to enhance the game sounds.

15. (Previously Presented) The method of claim 14, further including isolating the microphone and the audio speaker from each other.

16. (Previously Presented) The method of claim 14, wherein the processing step includes filtering the noise signal.

17. (Previously Presented) The method of claim 14, further including adding the anti-noise signal to a game sound signal that generates the game sounds to produce the output signal, the output signal being comprised of the anti-noise signal and the game sound signal.

18. (Previously Presented) The method of claim 14, further including driving another audio speaker with a game sound signal that generates the game sounds.

19. (Previously Presented) The method of claim 18, further including isolating the microphone and the another audio speaker from each other.

20. (Previously Presented) A gaming machine for conducting a wagering game, the gaming machine being located in a casino-type gaming establishment, the machine comprising:

means for receiving a wager to play the wagering game;

a display for displaying a representation of a randomly selected outcome of the wagering game;

means for awarding an award if the selected outcome is a winning outcome;

means for detecting ambient noise in the gaming establishment and generating a noise signal from the sensed ambient noise;

means for processing the noise signal to generate an anti-noise signal; and  
one or more audio speakers including an audio speaker for playing game sounds  
coordinated with the displayed representation and including the same or another  
audio speaker driven with an output signal comprised of the anti-noise signal so as  
to enhance the game sounds.

21. (Previously Presented) The gaming machine of claim 20, wherein the detecting means  
and the audio speaker are isolated from each other.

22. (Previously Presented) The gaming machine of claim 20, wherein the processing means  
filters the noise signal.

23. (Previously Presented) The gaming machine of claim 20, further including means for  
adding the anti-noise signal to a game sound signal that generates the game sounds to produce the  
output signal, the output signal being comprised of the anti-noise signal and the game sound  
signal.

24. (Cancelled)

25. (Previously Presented) The gaming machine of claim 24, wherein the detecting means  
and the audio speaker are isolated from each other.

26. (Previously Presented) A gaming machine for conducting a wagering game, the gaming machine being located in a casino-type gaming establishment, the machine comprising:

- an input device for receiving a wager to play the wagering game;
- a display for displaying a representation of a randomly selected outcome of the wagering game;
- an award device for awarding an award if the selected outcome is a winning outcome;
- a microphone for detecting ambient noise in the gaming establishment and generating a noise signal from the sensed ambient noise;
- processing circuitry for generating an anti-noise signal from the noise signal; and
- one or more audio speakers including an audio speaker for playing game sounds coordinated with the displayed representation and including the same or another audio speaker driven with an output signal comprised of the anti-noise signal so as to enhance the game sounds.

27. (Previously Presented) A method of conducting a wagering game on a gaming machine, the gaming machine being located in a casino-type gaming establishment, the method comprising:

- receiving a wager to play the wagering game;
- displaying a representation of a randomly selected outcome of the wagering game;
- awarding an award if the selected outcome is a winning outcome;
- playing game sounds coordinated with the displayed representation;

detecting ambient noise in the gaming establishment and producing anti-noise sounds  
based thereon so as to enhance the game sounds.

28. (Previously Presented) An article of manufacture comprising media storing instructions to  
direct a processor to

record a wager to play a wagering game;  
randomly select an outcome of the wagering game;  
provide an award if the selected outcome is a winning outcome;  
play game sounds associated with the selected outcome; and  
produce anti-noise sounds based on ambient noise detected in a casino-type gaming  
establishment so as to enhance the game sounds.

29. (Previously Presented) An apparatus comprising:

a processor operative to execute a program; and  
a memory in communication with the processor, wherein the program is operative to  
record a wager to play a wagering game;  
randomly select an outcome of the wagering game;  
provide an award if the selected outcome is a winning outcome;  
play game sounds associated with the selected outcome; and  
produce anti-noise sounds based on ambient noise detected in a casino-type  
gaming establishment so as to enhance the game sounds.